

REASON

- **To use PGS to its full potential, you must know how to operate PGS in the various training modes.**

TRAINING OBJECTIVE

- **Given an operational BFV with PGS installed and aligned, the crew will conduct the following exercises:**
 - **Panel gunnery**
 - **Combat mode (force-on-force)**
 - **Scaled gunnery**
 - **Tracking training**
 - **Tow only**

PGS TRAINING MODES

- **Panel gunnery**
- **Scaled gunnery (1/10 scale)**
- **Combat (force-on-force)**
- **Tracking training**
- **TOW only**

TRANSPARENCY

- The design of PGS, with full integration to the BFV, requires the crew to perform the same procedures as used during live fire gunnery.

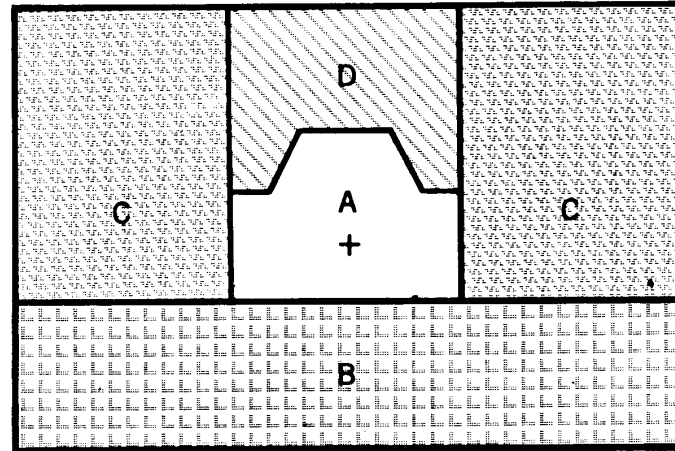
NORMAL PROCEDURES

- **BOT capability**
- **Apply correct range**
- **Apply correct lead angle**

TBOS EFFECTS

- **Tracer simulation**
- **Burst simulation:**
 - **Ground burst**
 - **Burst on target**
- **Obscuration**

TBOS SIMULATION



- A:** Tracer simulation is stopped. Burst indication is given.
- B:** Tracer simulation is stopped at ground plane and ground burst impact is indicated.
- C:** Simulation continues until projectile reaches maximum simulated range or hits ground.
- D:** Simulation continues until projectile reaches maximum range or projectile reaches upper edge of target template.

MAX RANGE AMMUNITIONS

- **AP to 1700 m**
- **HE to 3000 m**
- **TOW basic to 3000 m**
- **TOW 2 to 3750 m**
- **COAX to 900 m**

RESULT PRESENTATION

- **Numerical**
- **Graphic**
- **No presentation**

FIRE RESULT

SI	RM	GD					
AT	<div> <div>HIT</div> <div> → 0.8 ↓ 1.0 </div> <div>R. 1340 m</div> <div>AP</div> </div>						
AG							
SU							
TE							
CF	REMAINING AMMO.						

TARGET RESULT

SI	RM	GD					
AT	<div>HIT</div> <div>ASP: 12 o'clock</div> <div>→ 0.8 ↓ 1.0</div>						
AG							
SU							
TE							
CF	REMAINING AMMO.						

ENGAGEMENT RESULT

- **HIT**
- **GROUND HIT**
- **MAX RANGE**
- **MISSILE STALLED**
- **MISSILE ABORTED**

FIRING SYSTEM SOUND INDICATIONS

- **25 mm gun fire**
- **TOW fire**
- **COAX fire**

TARGET SYSTEM SOUND INDICATIONS

- **NEAR MISS (2 tones)**
- **HIT no KILL (4-6 tones)**
- **HIT and KILL (continuous tone 30 sec)**

Note: MOBILITY KILL and WEAPON KILL are also indicated with 4-6 tones.

TARGET SYSTEM VISUAL INDICATIONS

- **NEAR MISS (2 indications)**
- **HIT no KILL (4-6 indications)**
- **HIT and KILL (continous indication)**

Note: MOBILITY KILL and WEAPON KILL are also indicated with 4-6 indications.

TARGET SYSTEM HIT FUNCTIONS

- **HIT (no KILL)**
- **HIT with MOBILITY KILL**
- **HIT with WEAPON KILL**
- **KILL**

TAMPER DURING COMBAT MODE

- **Sound indication**
- **TAMPER indicated on control panel**
- **Visual indication**

Note: TAMPER will be indicated during 30 seconds and if not corrected TAMPERING KILL will be indicated.

TAMPER DURING PANEL GUNNERY

- **BIT Indication**

Note: A BIT Indication removes the capability to fire until the system has been corrected.

SUMMARY

- **Panel gunnery**
- **Combat gunnery (force-on-force)**
- **Scaled gunnery**
- **Tracking training**
- **TOW only**

CLOSING STATEMENT

- **To get the maximum training value from PGS, you must be able to operate the system in the various training modes.**